

Jonathan Vacher

List of Publications by Year in descending order

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citing authors

#	ARTICLE	IF	CITATIONS
1	The Heeger & Bergen Pyramid Based Texture Synthesis Algorithm. Image Processing on Line, 0, 4, 276-299.	0.0	18
2	Flexibly regularized mixture models and application to image segmentation. Neural Networks, 2022, 149, 107-123.	5.9	7
3	Auditory motion perception emerges from successive sound localizations integrated over time. Scientific Reports, 2019, 9, 16437.	3.3	6
4	Bayesian Modeling of Motion Perception Using Dynamical Stochastic Textures. Neural Computation, 2018, 30, 3355-3392.	2.2	5
5	The Portilla-Simoncelli Texture Model: towards Understanding the Early Visual Cortex. Image Processing on Line, 0, 11, 170-211.	0.0	4
6	Control Synthesis for Stochastic Switched Systems using the Tamed Euler Method. IFAC-PapersOnLine, 2018, 51, 259-264.	0.9	1
7	How to Apply a Filter Defined in the Frequency Domain by a Continuous Function. Image Processing on Line, 0, 6, 183-211.	0.0	1
8	Measuring and Modeling Human Probabilistic Segmentation Maps. Journal of Vision, 2020, 20, 260.	0.3	1
9	Probabilistic reachability and control synthesis for stochastic switched systems using the tamed Euler method. Nonlinear Analysis: Hybrid Systems, 2020, 36, 100860.	3.5	0